Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 1072337 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY TOTAL CLAIMS RATE RATE FEE FEE OR BASIC FEE BASIC FEE FOR NUMBER FILED NUMBER EXTRA 385.00 770.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS O minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR 770 TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** TIONAL RATE TIONAL RATE AMENDMENT AFTER **PREVIOUSLY EXTRA** FEE FEE **AMENDMENT** PAID FOR QO Total Minus -2C X\$18= X\$ 9= OR Minus Independent X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT ENT RATE TIONAL RATE TIONAL AFTER **PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE AMENDM Total Minus X\$18= X\$ 9= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

** If the 'Highest Number Previously Paid For' IN THIS SPACE is less than 20, enter '20."
***If the 'Highest Number Previously Paid For' IN THIS SPACE is less than 3, enter '3."

Minus

Minus

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

-

Total

Independent

OR

OR

OR

X\$18=

X86=

+290=

ADDIT. FEE

TOTAL

X\$ 9=

X43 =

+145=

ADDIT. FEE

TOTAL